## Amendments to the Claims

- 1 1. (currently amended) A method for detecting highlights from videos,
- 2 comprising:
- 3 extracting audio features from the video;
- 4 classifying the audio features as labels;
- 5 extracting visual features from the video;
- 6 classifying the visual features as labels; and
- fusing, probabilistically, the audio labels and visual labels into a
- 8 single discrete-observation coupled hidden Markov model to detect
- 9 highlights in the video.
- 1 2. (currently amended) The method of claim 1, in which the video is
- 2 compressed, and the single discrete-observation coupled hidden Markov
- 3 model includes the audio features, the visual features, audio states of the
- 4 audio features and visual states of the visual features.
- 1 3. (original) The method of claim 1, in which silent features are classified
- 2 according to audio energy and zero cross rate.
- 1 4. (original) The method of claim 1, in which the audio features are Mel-
- 2 scale frequency cepstrum coefficients.
- 1 5. (original) The method of claim 1, in which the audio features are MPEG-7
- 2 descriptors.

- 1 6. (original) The method of claim 1, in which the audio features are
- 2 classified using Gaussian mixture models.
- 1 7. (original) The method of claim 1, in which the audio labels are selected
- 2 from the group consisting of applause, cheering, ball hit, music, male
- 3 speech, female speech, and speech with music.
- 1 8. (original) The method of claim 1, in which the visual features are based
- 2 on motion activity descriptors.
- 1 9. (original) The method of claim 1, in which the visual features include
- 2 dominant color and motion vectors.
- 1 10. (original) The method of claim 1, in which a variance of the motion
- 2 activity is quantized to obtain the visual labels.
- 1 11. (original) The method of claim 1, in which the motion activity is
- 2 averaged to obtain the visual labels.
- 1 12. (original) The method of claim 1, in which the visual labels are selected
- 2 from the group consisting of close shot, replay, and zoom.
  - 13. (canceled)

- 1 14. (currently amended) The method of claim 13 claim 1, in which the
- 2 discrete-observation coupled hidden Markov model includes audio hidden
- 3 Markov models and visual hidden Markov models.
- 1 15. (original) The method of claim 14, in which the discrete-observation
- 2 coupled hidden Markov model is generated from a Cartesian product of
- 3 states of the audio hidden Markov models and the visual hidden Markov
- 4 models, and a Cartesian product of observations of the audio hidden Markov
- 5 models and the visual hidden Markov models.
- 1 16. (currently amended) The method of claim 13 claim 1, further
- 2 comprising:
- 3 training the discrete-observation coupled hidden Markov model with
- 4 hand labeled videos.
- 1 17. (original) The method of claim 1, in which the video is a sport video.
- 1 18. (original) The method of claim 1, further comprising:
- 2 determining likelihoods for the highlights; and
- 3 thresholding the highlights.
- 1 19. (currently amended) The method of claim 2, in which transitions
- 2 between the audio states and the visual states of the single discrete-
- 3 observation coupled hidden Markov model are represented by transition
- 4 matrices portion of the video is compressed.

- 1 20. (currently amended) The method of claim 1, in which the probabilistic
- 2 fusion is according to a function fusion function  $F(f_A, f_B)$ , where  $f_A$  are the
- 3 audio features and  $f_{\rm B}$  are the visual features visual portion of the video is
- 4 compressed.
- 1 21. (new) The method of claim 19, in which the transition matrices have a
- 2 form:

$$a_{(i,j),k}^{1} = Pr(S_{i+1}^{1} = k | S_{i}^{1} = i, S_{i}^{2} = j)$$

$$1 \le i, k \le M; 1 \le j \le N$$

- 4 where  $S^1$  represents the audio states and  $S^2$  the visual states, and Pr is a
- 5 probability of transitioning to a next state k at the next time instant t given
- 6 two current hidden states i and j, respectively, and M is a number of audio
- 7 states and N a number of visual states.